SYVERHYN

BY VAIDENON OF HUSTAN, WARDEN OF THE INKHORN FELLOWSHIP

Halea's Outcasts, and their Satyr Sons

> "Every Halean priest tells the tale of the Syverhyn as a lesson in pride. Every shepherd in the Felsha hills tells it as a warning about walking alone. I have come to think the shepherds have the better of it."
>
> — Vaidenon of Hustan, Warden of the Inkhorn Fellowship, Tashal, Morgat 720 TR

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The Halean Church tells the allegory of the Syverhyn, an immortal race of beautiful women who once kept Halea's shrines, let men worship them in her place, and were cast into the wilds for it, cursed to desire only males of other kinds and to bear horned, lustful sons. Columbia Games tells the tale properly in *Folk Tales* (#4860, Folk Tales 18), and I send the reader there for it; I will not spoil it by retelling.

The Church tells it as a lesson. The Fellowship holds that it is also true, and that everything below follows the allegory exactly. *(Inkhorn)*

THE WARDEN'S NOTE

A Halean priestess in Coranan told me, over a cup of something too sweet, that her order keeps a list of Syverhyn by name, and prays for each on her own day. She would not show it to me. She did say that one name had been struck through within living memory, "and not by a sword". I have wondered since who loved her enough to carry her to the temple door.

THE SYVERHYN

A Syverhyn appears as a woman of extraordinary beauty, ageless, with an outdoors grace: bare feet, wild hair, and eyes that hold a man's. She is immortal and does not age; she can be killed. There may be no more than a few score in all of Lythia. Each lives alone in a wild place that was once sacred to Halea: a ruined shrine, a spring, or a grove. She keeps nothing, needs little, and remembers everything. She is lonely, proud, and quite without pity.

THE CURSE

A Syverhyn desires only males of other species; Halea's curse is precise. Men are such a species. She is drawn to strong, handsome men who come alone into her wilderness, and she draws them in turn. The man she takes forgets his life for a year. When her satyr son is born, the man comes back to his senses in the wilds, ragged and starved, with no memory of how the year passed.

SATYRS

Satyrs are mortal sons of a Syverhyn and a mortal father: squat, horned, goat-legged in the knees, hairy, and rapaciously lustful (Folk Tales 18). They are strong, foul-tempered, and fond of drink, and they cannot be civilised. They live in small wild bands in hill country, raid for wine and food, and are a danger to women and to anyone who tries to stop them. The Fellowship holds that satyrs cannot father children. Each band is a generation of half-brothers that will die out unless a Syverhyn bears more.

WHERE THEY ARE

Halea is worshipped most in the south: Kanday, Tharda, and the Venarian lands. The Fellowship places a few Syverhyn on Hârn at old, ruined places of hers in the hills of southern Kanday and the Rethem border, the Felsha foothills, and the woods of Melderyn. Satyr bands range the hills around them. Most Hârnic folk believe neither exists.

HALEA'S MERCY

The tale in *Folk Tales* says that Halea sometimes shows mercy, and leaves the matter there (Folk Tales 18). The Fellowship suggests that a Syverhyn who sincerely returns to Halea's worship, and is brought to a temple by a mortal who loves her, may be released from the curse and allowed to age and die as a woman. It has happened perhaps twice. *(Inkhorn)*

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SPECIAL RULES

ALLURE (INKHORN)

A Syverhyn may turn her allure on one man within sight. He tests WIL × 4 (WIL × 3 if alone, or if he has seen her bathing or dancing). **CS:** unmoved, and aware of what she is. **MS:** unmoved. **MF:** smitten; he follows her and will not leave her for a day unless companions physically take him away, after which he may test again each hour at WIL × 5. **CF:** the Syverhyn's Year (below). The allure works only on males of species other than hers. Khuzdul and Sindarin are not immune.

THE SYVERHYN'S YEAR (INKHORN, AFTER FOLK TALES 18)

The victim is lost to the world for a year: the character is out of play unless rescued. Rescue means taking him more than a league from her by force; he resists with his full skills. He then needs a month's rest and a Halean priest's blessing, or he will try to return. At the year's end the satyr is born and the man wakes, starved (Fatigue Level 3), in the wilds.

SATYR FRENZY (INKHORN)

Drunk satyrs fight Berserk (Combat 18) after their first wound. Sober, they flee from organised resistance.

RELIGIOUS VIEWS

- Halea: the Syverhyn are the goddess's lesson in pride; Halean priests tell the tale and pray for the Syverhyn's release (Folk Tales 18).
- Peoni: Peonians pity the Syverhyn's victims and nurse the men who come back (Inkhorn).
- Larani: Laranian knights hunt satyr bands as they would brigands (Inkhorn).
- Agrik: Agrikans think satyrs fine fighters and have tried to recruit them (Inkhorn).

FOLK TALES

The Shepherd's Year

A Kandian shepherd went after a strayed ewe in the Felsha foothills and was gone for a year. He came back with a beard to his chest and a horned baby in a sling. His wife put the child out in the hills, and the shepherd never said a word against it.

The Wine-Raid

Satyrs came down on a vintner's cart near the Rethem border, drank the cart dry on the spot, and fought the vintner's guards to a standstill while singing. The guards say they won. The vintner says he is ruined.

ADVENTURE HOOKS

- A young lord vanished in the hills a year ago. His family hires the PCs to find him before the year is out.
- A satyr band is raiding a manor's wine and women; the lord's men will not go into the hills.
- A beautiful, barefoot woman asks the PCs for help to reach a Halean temple, and says she is very, very old.

ENCOUNTERS

Wilderness (Campaign 11), humanoid or creature results in southern hill country near old Halean sites (Kanday, Rethem border, Felsha foothills, Melderyn woods). The Fellowship proposes that a result of "Southern hills" be resolved on this table:

D100	RESULT
01–95	Roll on the usual tables
96–99	Satyr band (1d6+1), drunk 1 in 2
00	A Syverhyn, alone (a lone man in the party: she seeks him)

Rumours of men lost for a year may come from anywhere in the south.

RUMOURS

RUMOUR	TRUTH	WHERE
A man came back from the hills after a year, starved and grinning, with a horned baby.	true	Kanday, Rethem, Melderyn
Goat-legged men are stealing wine from the vintners.	true	Kanday, Tharda
The Syverhyn tale is just a priest's story.	false	anywhere

ECONOMIC DATA

ITEM	PRICE	SOURCE
Satyr horns (a curiosity, sold as an aphrodisiac)	2d6d	Inkhorn

THE FELLOWSHIP'S ADDITIONS

- The Syverhyn and satyrs as real creatures, following the Halean allegory exactly
- Allure, the Syverhyn's Year, Satyr Frenzy, and Halea's mercy
- Stats, distribution, and encounter additions

Everything else follows HârnMaster 3 and the Columbia Games articles cited, which the Fellowship commends to every reader.

CREDITS

Writer: Vaidenon of Hustan. Set down by Lesli of Bifel and his homunculus, Claudin.

Sources cited: Columbia Games' *Folk Tales* (#4860, Folk Tales 18: The Syverhyn), *Religion* (#4401: Halea; Peoni; Larani; Agrik) and the HârnMaster 3 core rules (Skills; Combat 18: Berserk).

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STAT BLOCKS

SYVERHYN

Habitat: Wild places once sacred to Halea
Height: 5′ 8″
Weight: 125 lb
Diet: Omnivore
Lifespan: Immortal
Group: Solitary
Size: Medium/d6

ATTRIBUTES

09 Str	15 Eye	13 Int	12 End
12 Sta	15 Hrg	18 Aur	14 Mov
14 Dex	14 Sml	15 Wil	
16 Agl	17 Voi	21 Cml	

SKILLS

65 Initiative	80 Dodge
70 Awareness	75 Stealth
75 Singing	85 Dancing
70 Herblore	70 Intrigue
Allure	

40 Dagger 5p
50 Bow 6p *(hunting bow)*

ARMOUR

None natural; as worn

STRIKE LOCATIONS

Use standard strike location tables (Combat; as Lycanthropes and the Ivashu with humanoid tables).

- Immortal; ages not at all.
- Allure only on males of other species.

SATYR

Habitat: Southern hill country
Height: 4′ 10″
Weight: 170 lb
Diet: Omnivore
Lifespan: 40–60 years
Group: Bands of 2–7
Size: Medium/d6

ATTRIBUTES

15 Str	12 Eye	08 Int	14 End
16 Sta	14 Hrg	10 Aur	15 Mov
10 Dex	15 Sml	10 Wil	
14 Agl	09 Voi	03 Cml	

SKILLS

60 Initiative	60 Dodge
55 Awareness	55 Stealth
65 Jumping	65 Climbing

55 Horns 6b *(butt)*
50 Club 6b
50 Unarmed 3b *(grapple)*

ARMOUR

B3 E2 P1 F3 GAC 1

STRIKE LOCATIONS

Use standard strike location tables (Combat; as Lycanthropes and the Ivashu with humanoid tables).

- Hairy hide counts as armour.
- Satyr Frenzy when drunk (Inkhorn).
- Sterile (Inkhorn).

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